Bug report "LEGO Rock Raiders" (Master Candidate Fr#1/PC_17/09)

Written by : **Exequo, Paris**
(From 21/09/99 to 23/09/99)

Platform : *PC:* **Intel PII 400/ 32X CD-Rom / 64 MB RAM / Video card :ATI Rage Pro 8 MB/ Sound card : SoundBlaster AWE64 Gold.**
System : French Windows 98 / French Keyboard (AZERTY).
N.B : The DirectX version used in the one available in the Lego Rock Raiders CD.

I/ "Installation Problems"

a) In the second Box of the Installation process, the first string display : "INSTALL de Lego Rock Ra<u>diers</u> prépare…". It Should be "INSTALL de Lego Rock R<u>aiders</u> prépare…"

b) DirectX Installation : in the box nammed **"Question".** The 4th sentence display "Si vous sélectionnez NON, <u>LEGO Lego</u> Rock Raiders ne pourra pas fonctionner …"
Please, remove one "Lego" word.

II/ "InGame Problems"

a) In the "**Credit"** section : In the part "**Ventes Internationales**". A string is Out of screen : **G**[regg […] Etats-uni]**s**

b) In the "**Sauvegarder Partie"** section : In the bottom of the screen . The string "**0% du jeu exécutés**" should be "**0% du jeu exécuté(s)**".

c) In the "**Options avancées**" section (Box from "Esc." Command") : The word "**Désactivé**" is out of Box. Solution : decrease the font size or put the abreviation "**Désact.**"

d) All the apostrophe type in the font used in LegoRR are inverted. " ` " should be " ´ "

e) In the Tutorial section, *number 3* (Construire un QG Rock Raiders): On the Briefing Mission "screen" the below audio .wav is triggered". The attribution is false. The right .wav is **"build1brief.wav"** ("Bonjjour Cadet, Aujourd'hui nous…")

| Welcome, Cadet! This training mission will teach you how to build the more advanced Rock Raider buildings.	Bienvenue, Cadet ! Au cours de cette mission d'entraînement, tu apprendras à construire des bâtiments plus élaborés.	build2brief.wav

f) In the Tutorial section, *number 6* : No wav is triggered on the "Briefing Mission" screen (beginning and end of tutorial). .Starting wav should be **"build2brief.wav**" and the ending wav should be "**build2end.wav**".

g) In the Scoring Section : The sentence "Approvisionnement en oxygène restant" is truncated (Out of screen). You could replace with this abreviated sentence " Approvis. en oxygène restant".

III/- Translations changes for non consistance fixing or spelling mistake

a) Please see the enclosed the.Excel file : " **RR Mission Descript_Change.xls" .** It's the new Onscreen reference for the *Mission Briefing/Debriefing* section for a perfect consistency with the audio elements.

a) Please see the enclosed .Excel file : "**RR Tutorial_change.xls" .** It's the new Onscreen reference for the tutorial section for a perfect consistency with the audio elements.
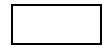
FYI : *No Hard Crash was observed during this testing session.*

For questions or more informations on this bug report, please contact:

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